VEO PHOTO TRAVELER

FOR PALM™ HANDHELDS

User's Guide

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Introducing the Veo Photo Traveler for Palm™ handhelds

Congratulations on the purchase of your Veo Photo Traveler. The Photo Traveler turns your Palm handheld into an exciting digital imaging device.

The Photo Traveler will allow you to immediately capture images from your Palm handheld. You may share them with family and friends by email or beam them to compatible Palm handhelds. This user's guide will show you how to get the most out of your Photo Traveler.

Photo Traveler Kit Contents

Your Photo Traveler Kit contains everything you need to take photos with your Palm handheld wherever you go.

The Photo Traveler Kit includes the following items:

- Photo Traveler Camera
- Photo Traveler Camera Case
- Photo Traveler CD-ROM containing the camera driver and software

Minimum System Requirements

To install the camera drivers and bundled software, your desktop or notebook computer must meet the following requirements. Also your Palm handheld must meet the following requirements to use the full functionality of your camera.

PC Requirements

- Windows® 98/Me/2000/XP with Pentium® 166 MHz (or higher)
- 160 MB available hard disk space
- 64 MB RAM or higher
- 800 x 600 display with 16-bit color
- CD-ROM drive

Palm Requirements

- OS supported: OS 4.0 and 5.0
- Compatible Palm handhelds: Palm m125, m130, m500, m505, m515, and i705 with expansion slot; Tungsten T and Tungsten W

NOTE: We are using the Palm m515 for illustrative purposes only. The Photo Traveler will work on Palm handhelds with expansion slot.

Specifications

- True VGA (640 x 480) resolution
- The lens will pivot 180° front-to-back. Pivoting lens allows the user to aim the camera while viewing the display at the most comfortable angle
- Quick and easy to use
- Light-weight and portable
- Adjustable focus lens allows close ups and sharp scenery screen shots
- Adjustable Shot Timer
- Transferred images are standard JPEG pictures
- Automatic Exposure, White Balance, and Color Control
- PalmOS plug-and-play capability
- Full featured software for managing images and transferring to the PC

Platform Support

- Full 24-bit color capture and 16-bit color preview on color Palm handhelds
- Capture snapshots
- View your snapshots in full screen or as thumbnails
- Slideshow of all images in full screen
- Delete thumbnails
- Edit images with Veo Creative Studio's Editing features

Connectivity

- Transfer snapshots from your Palm handheld to your computer using Hot Sync
- Beam images from one Palm OS handheld to another Palm OS handheld. Requires camera application to be loaded on both Palm handhelds in order to view images

Installing the Photo Traveler Drivers and Software

Before you can use the full function of your Photo Traveler Camera, the drivers and software must be installed first.

Note: Palm Desktop software must be installed in order to install the Photo Traveler software.

1) Insert the CD-ROM into your CD-ROM drive. Autorun will display the Photo Traveler Installation screen.*

2) Click **Install** to start the Photo Traveler Installation.

3) Follow the prompts to finish the installation.**

4) Plug your Palm handheld into the cradle and plug the cradle's cable to your computer (USB port or serial port as appropriate) if you haven't already done so.

5) Wait for your computer to detect the USB port. If it does not detect, press the Hot Sync button on your cradle to detect new hardware.

6) After all the drivers and software are finished installing, plug the camera into the Palm handheld's expansion slot until it is snug. The camera will click into the slot when fully engaged.***

7) To remove the camera, lightly push down on the camera since the socket is a push-push type.

NOTE: On Windows 98 and Windows 2000, Windows Media Player will be installed after the bundle software is installed. Make sure if you are running Windows 98 or Windows 2000, you wait for the Windows Media Player installation to finish.

*NOTE: If Autorun does not start, choose **Run** from the Windows Start Menu. Assuming your CD-ROM drive is the D drive, type "d:\Autorun" in the Run dialog box. If Autorun still does not run, consult your computer manual or manufacturer to locate the CD-ROM drive.

NOTE: The bundle software Veo Creative Studio must have DirectX installed, pre-installed in Windows XP. Click on the **Veo Creative Studio icon on your desktop and it will prompt you to install DirectX. You must restart your computer to complete the installation.

***NOTE: Make sure the card is facing the right direction. The right direction is shown in picture located near the slots of the Palm handhelds.

Setting Up the Photo Traveler

How to insert the camera

Insert the camera into the Palm handheld's Expansion Card Slot as shown on the left.

NOTE: SDIO driver on the Palm handheld must be v2.0 or higher. The SDIO driver is located on the CD. If your Palm pops up this error message "The battery is too low for this operation" when plugging in the camera, you need to update the SDIO driver by installing it into your Palm. To install the SDIO driver, do a Hot Sync operation after installing the Photo Traveler software.

How to pivot the lens of the camera

In order to point the camera towards an object away from you, gently turn the head away from the stop. Do not try to force it beyond the 180°. To face the lens towards you, just turn the head in the opposite direction.

NOTE: Do not turn the head of the camera beyond it's 180° range of motion. A stop is provided to prevent overtravel. Forcing rotation beyond the stop will damage the camera.

Getting Started

It's time to have fun with the Photo Traveler Camera.

Plugging in your Photo Traveler to your palm should automatically launch the Veo application.

If it does not automatically launch the Veo application:

1. Use the stylus to tap the "Home" icon on your Palm handheld.
2. Tap on **Veo**

At this point, the Photo Traveler application should appear in the thumbnail screen. Tap on the **camera** icon will bring you to the live preview screen. Now you are ready to learn the basics of using the camera.

Later in this User's Guide, you will learn how to capture images, view images in thumbnail or slideshow mode, delete images, Hot Sync images between the computer and the Palm handheld, and edit images with Veo Creative Studio software.

All pictures will automatically be saved into the Palm handheld's memory after you have captured them.

Capture an Image with your Photo Traveler

To capture an image, point the camera at an object, then tap on the "Snapshot" icon [icon] . The Datebook and NotePad buttons can be used to take and accept snapshot.

Tap on the **Accept** [icon] icon to save the image or Reject [icon] to not save the image. Processing time will take 4-8 seconds.


NOTE:To change the resolution of captured images, tap on the **Preferences** icon in Thumbnail Mode. Refer to Page 14 to 15 on How to set the Preferences.

NOTE: For non-color Palm handhelds, you can adjust the Contrast Adjustment to brightened the image on the handheld's display. Consult your Palm handheld user's guide for contrast adjustment.

Viewing Image in Different Modes

Preview Mode

After launching Veo, tap on the camera icon ![camera icon] to enter the Preview Mode.
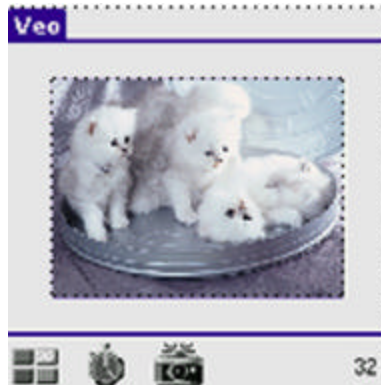
This mode is used to frame and take snapshots. A preview image is displayed in the center of the screen. Depending on the position of the Palm handheld's Expansion Card Slot on your Palm handheld, the screen may be rotated 90 degrees to align the screen with the camera. And you should hold your Palm handheld so that the preview screen is right-side up.

Tap the preview image to toggle between a large and small image. The small image will yield a faster frame rate than the larger image.

Tap the **camera** icon or press the NotePad or Datebook hard icon on your Palm handheld to take a snapshot. The snapshot image will then be displayed on the screen, and will prompt you to either **Accept** or **Reject** the image.

Tap on the **Accept** ☑ icon to save the image. Tapping the **Reject** ☒ icon will discard the image. You can also press the Datebook or NotePad button to accept.

Note: Black-and-white (grayscale) Palm handhelds preview in B&W, but the download images to the PC are in full 24-bit color.

Tap the clock icon 🕑 to set up the Shot Timer. A dialog will pop up which allows you to specify the delay between shots and number of shots to be taken. After tapping **OK**, the camera icon will display a small clock in its lower-right corner 📷🕑 , to indicate the shot timer is active. Tapping the **camera** icon now will activate the shot timer. Snapshots will then be taken automatically between successive delay periods, up to the number of shots specified. Since the delay between shots can be set to be several minutes, the preview is held static to save battery life during the countdown.

Tap the Thumbnail icon 🖼 to return to Thumbnail Mode.

Thumbnail Mode

This mode is used to manage the snapshots which are currently saved on the Palm handheld.
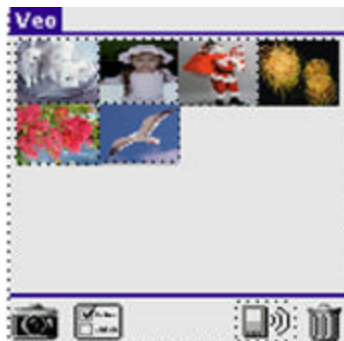
Tap on a thumbnail to select an image.

Tap on a selected image to enter Slideshow Mode and view a larger version of the image.

Tap on the Trashcan icon 🗑 after an image has been selected, to delete the selected image. A dialog will appear to confirm delete.

Tap **Yes** to agree to deletion or **Cancel** to cancel the delete operation.

Tap on the Preference icon 🖳 to open the Basic Preferences Dialog.

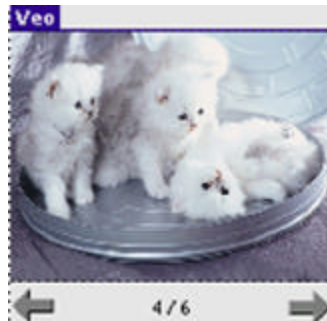Tap on the camera icon 📷 , or press the Datebook or NotePad buttons to enter Preview Mode.

Tap on the title bar **Veo** (located to the left of the graffiti area) or tap the Menu icon 🔍 (located to the lower-right of the graffiti area) to open the menu. From the menu, you can access the **Preferences**, **Status Info**, or **Delete All Snapshots** saved on the handheld.

Tap on the Beam 📱 icon to beam the selected image to another Palm handheld with Veo installed.

Slideshow Mode

From this mode, you can browse through your saved snapshots.

The counter of the current image is displayed at the bottom-center of the screen.

Tap the left and right arrow icons to move to the previous and next snapshot images.

Tap on the image to return to Thumbnail Mode.

Press the Datebook or NotePad button to go to Preview Mode.

On the thumbnail screen, tap on the Veo bar located on the top left hand corner to get Status Info and Delete All Snapshots.

Setting the Preferences

Basic Prefererences

This dialog is used to adjust the basic camera preferences.

Use the **Sound Effects** setting to turn the camera sounds on and off. When this preference is turned on, a sound will be played when snapshots are taken and while the Shot Timer is counting down. Sound will only be heard if System Sound is turned on in your handheld's General Prefs Panel.

Use the **Resolution** setting to adjust the size of output images. Resolution can be toggled between 640 x 480 and 320 x 240. When 640 x 480 is selected, output snapshots will be 640 pixels in width and 480 pixels in height.

Use the **Image Quality** setting to adjust the compression quality of output images. When this setting is set to high, output images will have the highest quality but will also take up the most memory.

Approximate image size indicates approximately how much memory each snapshot image will take up on the handheld. **Shots Remaining** indicates approximately how many additional snapshots will be able to be taken using the current settings.

Tap the **OK** icon to store your changes and return to Thumbnail Mode.

Tap the **Cancel** icon to discard changes, and tap the **Advanced** icon to open the Advanced Preferences Dialog.

Advanced Prefererences

This dialog is used to adjust the advanced camera preferences.

Use the **Exposure Time** setting to toggle automatic exposure on and off. When auto-exposure is off, a slide will appear that allows you to set the exposure time manually.

Tap the **OK** icon to store your changes and return to the previous screen. Tap the **Cancel** icon to discard changes and tap the **Set Defaults** icon to restore the default preference values.

Beaming Files

Other Palm handheld users must have the Veo camera application installed to view your images. You may beam the application from one Palm handheld to another Palm handheld. Refer to Palm web site, located at www.palm.com for instructions on beaming applications. To Beam the Veo camera application, align the Palm OS handhelds (as shown). From the Palm OS handheld's Home screen, tap on the Veo bar located on the top left hand corner. On the Palm OS handheld receiving the file, make sure you tap on "**Yes**" to accept the file. Please refer to Palm web site, located at www.palm.com for further assistance with beaming files from one Palm OS handheld to another Palm OS handheld.

NOTE: Images can only be viewed if the Veo camera application is installed on the Palm OS handheld.

Beaming Photos

Tap on the Bean icon to beam the selected image to another Palm OS handheld with Veo installed.

Notes

- For sharper images, hold the Palm handheld as still as possible while capturing an image. This is extremely important when the Photo Traveler is used in low light conditions.
- Make sure the lighting around your subject is adequate.
- Adjust the screen contrast and brightness level correctly on your Palm handheld.
- If you want to conserve memory on your Palm handheld, capture small size images, which are approximately 38K. Full Size images consume more memory than small size images. Full Size images are approximately 130K. To keep the memory in your Palm handheld available, you may transfer images to your computer.
- Synchronizing your images may extend your Hot Sync time.
- Synchronizing using a serial cradle is slower than using a USB cradle.
- When your Palm handheld goes on sleep mode, your Photo Traveler may pause. To activate the camera again, tap on any icons and then tap the capture icon. Your Palm handheld screen will return back to the live video screen.

The Veo Creative Studio Application

The Veo Creative Studio is an easy-to-use application that comes with your Photo Traveler. It enables you to make movies, create beautiful E-Cards for various occasions, and design creative homepages.

To start Veo Creative Studio, double-check on the [icon] icon on your desktop or click on **Start > Programs > Veo > Veo Creative Studio – Photo Traveler for Palm Handhelds**.

Click to return to Home Screen
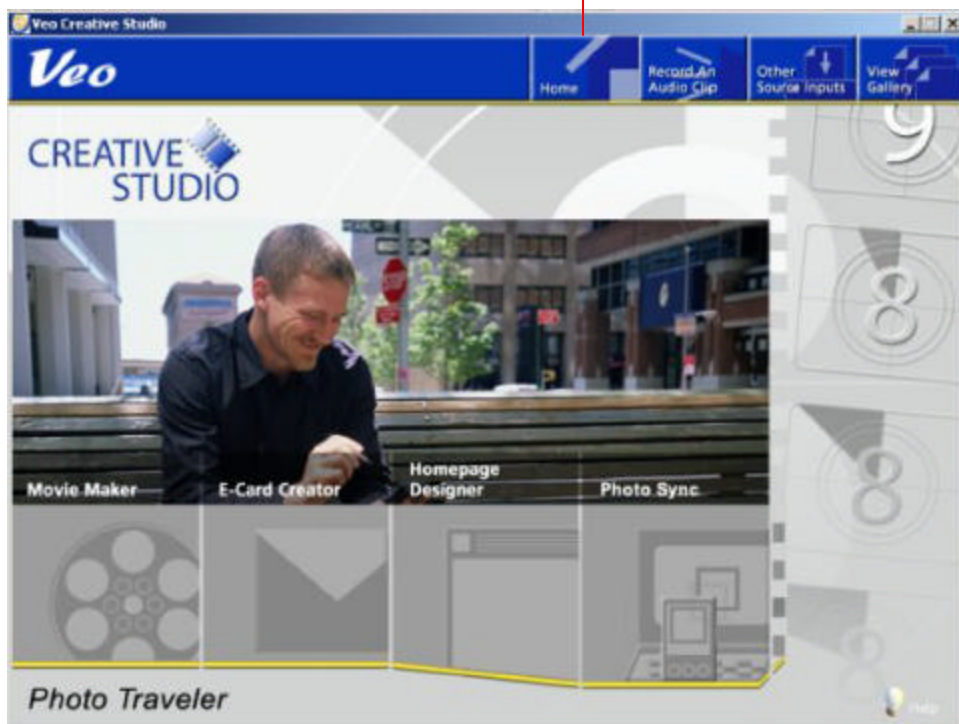
Creative Studio Home Screen

Transferring images between your Palm handheld and your computer is very easy. Follow the steps below to learn how to transfer images between your Palm handheld and your computer.

1. Plug the Palm handheld into the cradle. Synchronize the Palm handheld with your computer by pushing the Hot Sync button on the cradle. From the Veo Creative Studio home page, click on **Photo Sync** and the following screen will appear.
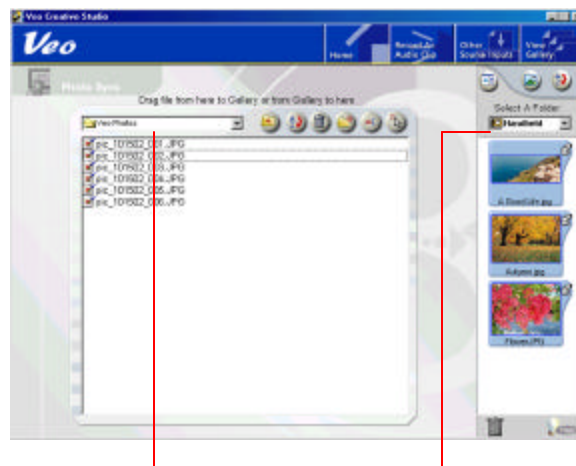
Gallery Location   Palm handheld Location

2. Change the **Gallery Location** or the **Palm handheld Location** to the location that you want to move the file to and from.
3. Highlight the picture(s) that you want to move by clicking on them.
4. Drag the picture(s) to either the Palm handheld or to the Gallery.
5. To view the picture(s) that you just moved, go to the location that you copied the files, then double click on them.

NOTE: The Photo Traveler camera takes only still images. Movies can be imported and manipulated in Veo's Creative Studio from other sources, for instance by downloading from the web.

1. Click the **View Gallery** button. The Gallery Display Panel opens up.
2. Select a folder to view its content. The following are buttons and folders used in the Gallery Display Panel along with their description:

[**Min/Max Gallery**] - Toggle button used to minimize or maximize the Gallery Display Panel.

[**Thumbnail Size**] - To change the size of the thumbnails displayed in the gallery.

[**Sort By**] - To sort the thumbnails by type, time, or name. You can also use this to search for a file in the Creative Studio Gallery. When you are done searching, all the matched files will be stored in the Search Results folder.

Folders:
- **Animations** - Contains animated character files.
- **Photographs** - Contains still pictures.
- **Graphics** - Contains background graphics.
- **Videos** - Contains video files.
- **Music** - Contains audio clips.
- **Projects** - Contains all your previously saved projects.
- **Handheld** - contains thumbnail view images that can be drag-and-

To display the details of a specific file, click 🗐 [Properties].

NOTE: To delete a file, click on the file and click 🗑 [Delete]. DO NOT drag it into the 🗑.

Recording an Audio Clip

1. Click the **Record An Audio** Clip button.

2. Adjust the volume using the **Microphone Volume Adjustment Bar**. Click [**Record**] to record your audio. Notice the button turns into [**Stop**]. Click the **Stop** button at any time to end recording.

3. After the recording stops, the following buttons will appear on the bottom of the screen:
[**Adjust Volume**] - Adjust volume of audio clip.
[**Trim Audio**] - Trim the audio clip to the selected size and length.
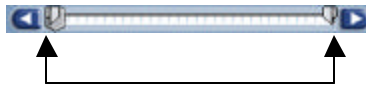
Drag to select starting/ending point of audio

[**Play**] - Play the audio clip.
[**Rerecord Audio**] - Record another audio clip.

4. Click:
   a) Save - To save your audio clip.
   b) E-Mail - To email your audio clip to another person.

NOTE: Please contact your Internet Service Provider to obtain instrutions on how to configure your email program.

5. To change the default settings of your audio, click this button [**Settings**]

NOTE: In order for the new settings to take effect, apply before recording.

Importing Pictures from Another Source

1. Click **Other Source Inputs > Scanner**.
2. Select your source, then click **Select**. Your scanner (or other TWAIN compatible device) software will start.

Importing Files to a Folder in the Creative Studio

1. Click **Other Source Inputs > File Import**.
2. Click Browse to locate the file you want to import.
3. In the Destination pull-down menu, click to select the folder or sub-folder that you want the file to be imported to.

4. Click OK to import the file to the destination folder.

1. Click on the **E-card Creator** button on the Creative Studio Home Screen.
2. Choose to **Create A New Card** or **Find A Previously Saved Card Project**.

If you choose to open a previously saved project, you may click on [image] to get the following options:
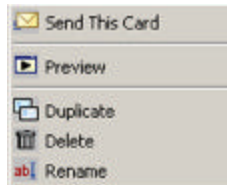
3. If you are creating a new card, select a theme from the left panel, then select the background for your E-Card. Click **Continue**.
4. Edit your card. If you are using a predefined E-card layout, you will see a screen similar to the one below:

Click **Continue** when you are done.

5. Insert text to E-card.

6. Define your animated characters' path. (Click **Continue** when finished.

7. Click [image] [**Set Background Music**] to select the background music.

8. Choose your background music. To listen to the music before selecting, place your cursor on any one of ♪ without clicking. Click 🎵 [**Mute**] to turn background music on and off.

NOTE: When you change the **Mute** button to 🚫 , it does NOT remove the background music. You just will not be able to hear it. To remove the music entirely, click 🎞 [**Set Background Music**] and choose ✖ .

9. Click 🖼 [**Transition Effect**]. Sample the effects by placing your cursor above each individual effect.

10. Choose the opening effect (how you want the E-Card to open up). Click **Continue**.

11. To preview the E-Card, click ✎ [**Preview**].
To save the E-Card for editing later, click 💾 [**Save**].
To save the E-Card as a separate file, click 💾 [**Save As**].

12. Type in the requested information. In the **Attach Card As** pull-down menu, select **A Video (*.wmv)** if the person you are sending the card to has Windows Media Player.

13. The default name given to the E-Card is *.exe where (*) is the name of your E-card background you picked in step 3. To rename the E-Card before sending, click on *.exe in the attachment text box and click 🔤 [**Rename**].

14. Click ✉ [**Send This Card**] to send your E-Card.

Movie Maker - Making or Editing a Movie

1. Click on the **Movie Maker** button on the Creative Studio Home Screen.

2. Choose to **Create A New Movie** or **Open An Existing Movie Or Project**. If you choose to open an existing movie, you can click on [▶] to display the following options:

Save the movie to a specified location ———
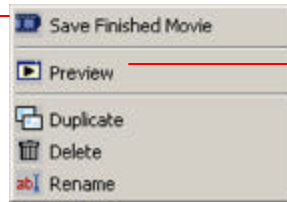
📼 Save Finished Movie	
▶ Preview	——— Preview the movie
🗂 Duplicate	
🗑 Delete	
ab‖ Rename	

3. Simply drag and drop videos or pictures from the Gallery Display Panel into the Movie Maker. The following are buttons used in the Movie Maker along with their descriptions:

[**Back**] - Go back to previous screen.

[**Continue**] - Continue to the next screen.

[**Save Finished Movie**] - Save your movie at any time in the process.

[**Preview Complete Movie**] - Preview the movie you have created.

[**Add A New Scene**] - Add a new video or picture to your movie. You can either add an existing video/picture from your computer or take a picture from your Photo Traveler.

NOTE: For more on how to take snapshots or record videos, refer to "Capture an Image" on page 10.

[**Add Background Music**] - Add music to your movie.

[**Remove Music**] - Remove music from your movie.

When you are done, click **Continue**.

Edit selected scene

Change duration of scene and other options

Duplicate the scene

Select duration time

Option

Remove Audio (Video files only)

Set background color screen

Save changes

4. Select a scene from the bottom and click [**Transition Effect**].

5. Sample the effects by placing your cursor above each individual effect. Choose the opening effect (how one scene changes to another).
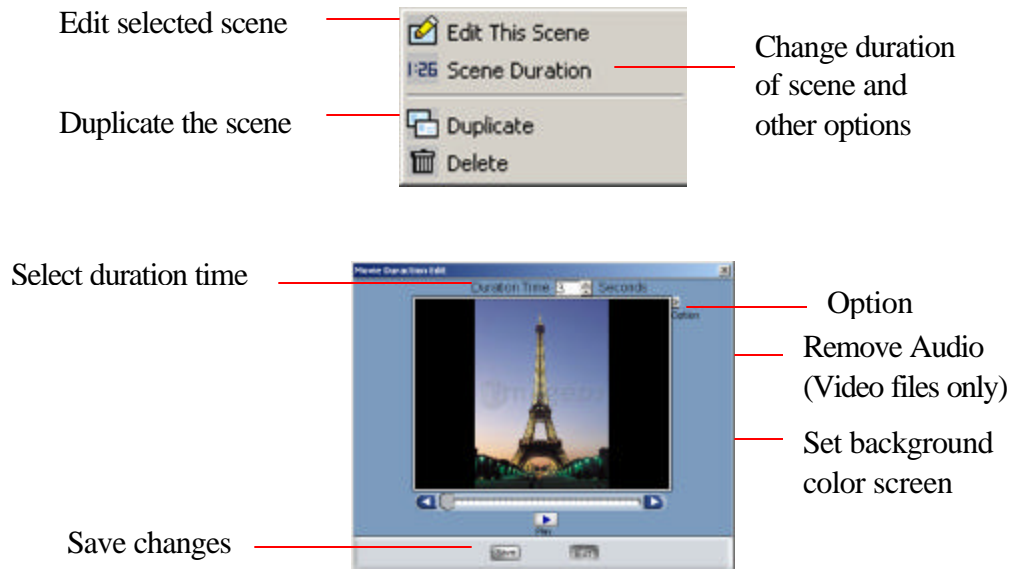
6. Double-click on the remaining scenes in the Movie Maker, then repeat steps 4 and 5 above to apply opening effects to the remaining scenes. Click **Continue** when you are finished.

7. Select a scene to edit by double-clicking on the scene in the Movie Maker. Make sure the scene shows up in the Main Screen.

8. Edit the selected scene. Click **continue** when you are done.

9. Repeat steps 7 and 8 to edit the remaining scenes. When you are finished, click **Continue**.

10. a) To preview the complete movie, click ![eye icon] [**Preview**].

   b) To save the movie for editing later, click ![save icon] [**Save**].

   c) To save the movie as a separate file, click ![save as icon] [**Save As**].

   d) To save the movie on your computer, click ![film icon] **Save Finished Movie**.

   e) To send your movie to a friend:

      1) Click **E-mail Movie To A Friend**.

      2) Type in the requested information.

      3) The default name given to the movie is Default.wmv. To rename the movie before sending, click on the words "Default.wmv" in the attachment text box and click ![ab icon] [**Rename**].

      4) Click ![Send button] to send your movie.

NOTE: Please contact your Internet Service Provider to obtain instructions on how to configure your email program.

1. Click on the **Homepage Designer** button on the Creative Studio Home Screen.

2. Choose to **Create A New Homepage** or **Open A Previously Saved Homepage Project**. If you choose to open a previously saved homepage project, you may click on ▶ to get the following options:

Save webpage to your computer
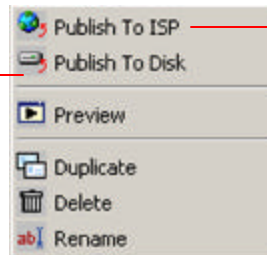
Publish webpage to your Internet Service Provider

- Publish To ISP
- Publish To Disk
- ▶ Preview
- Duplicate
- 🗑 Delete
- abI Rename

3. If you are designing a new homepage, select a theme from the left panel, then select the background for your homepage. Click **Continue**.

4. Edit your homepage.
   To add a new page at any time, click ⊕ [**Add A New Page**].
   Click **Continue** when you are done.

5. Define your animated characters' path. Click **Continue** when you are finished.

6. Select a picture or animated character.

      [**Link All Pages**] - Check the box to the left if you want all pages to be linked. Notice that if you check the box to the left of the **Link All Pages** icon, it will turn into [icon]. It means that all your pages are successfully linked. When you preview the webpage, you will see that there are two arrow buttons on the bottom for easy navigation between pages. If you have text or pictures on the very bottom, they might be partly covered. Try placing the text/pictures higher on the page.

Click to go to previous page

Click to go to next page

[icon] [**Page Link**] - Link an object/image/page to another page.

Linking to Another Page

If you want to include a function on your page that allows you to click on a text/picture to link to other web pages, follow the steps below:

a) Select the text or picture on the Main Screen that you want to link.

b) Click on [icon] [**Page Link**].

c) Select to link to an existing page or to a page on the Internet.   If linking to a page on the Internet, type in the address (URL) of the website, then click **OK**.

Alternatively, you can click on 🔘 [**Actor Interaction**].

Anchor Actors Container

Storyboard Container

URL – Link to a page on the Interent

Use the **Up** and **Down** buttons next to the Anchor Actors Container to select the image/text you want to link. Then:

a) Drag a page from the bottom panel into the Storyboard Container to link to one of your existing pages.
                    -OR-
b) Click 🌐   [**URL**], type in the address of the webpage on the Internet, then click **OK**.

NOTE: When using Homepage Designer, animated characters DO NOT automatically move along its path by default. You need to click on it in order for it to start. Refer to the next section on how to automate this process.

Automating Animated Characters in Homepage Designer

a) Click 🔘 [**Actor Interaction**].

b) Make sure the Anchor Actors Container has **AutoPlay** selected. If not, use the **Up** and **Down** arrows to select it.

Autoplay
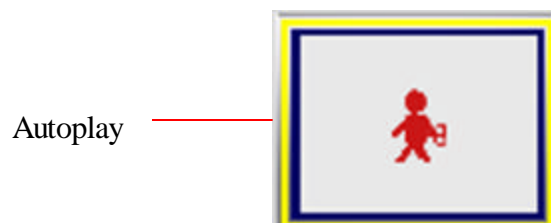
c) Select the animated character that you want to automate and drag it from the right panel into the Storyboard Container. Repeat the same procedure for other animated characters. Click **Exit** when you are finished.

7. Select the background music. Click ![icon] [**Set Background Music**].

8. Choose your background music. To listen to the music before selecting, place your cursor on ♪ without clicking. You may click ![icon] [**Mute**] to turn the background music on and off.

NOTE: When you change the **Mute** button to ![icon] , it does NOT remove the background music. You just will not be able to hear it. To remove the music entirely, click ![icon] [**Set Background Music**] and choose ![icon] .

After you select your music, click **Continue**.

9. Select opening effect by clicking ![icon] [**Transition Effect**].

10. Choose the opening effect (how one page changes to another).

11.   Double-click on the remaining pages in the Homepage Designer, then repeat steps 9 and 10 above to apply the opening effect to the remaining scenes. Click **Continue** when you are finished.

12. a) To preview the page, click ![icon] [**Preview**].
     b) To save the page for editing later, click ![icon] [**Save**].
     c) To save the page as a separate file, click ![icon] [**Save As**].

13. Choose:
     Add a New Page - To add and edit a new page.
          -OR-
     Edit Next Page - To edit the next page.
          -OR-
     Publish Now - To publish the homepage to your Internet Service Provider.

To publish your webpage, you need to be connected to the Internet. Fill in the requested information, then click **Publish**. You will be prompted to type in your user name and password to access the site for publishing.
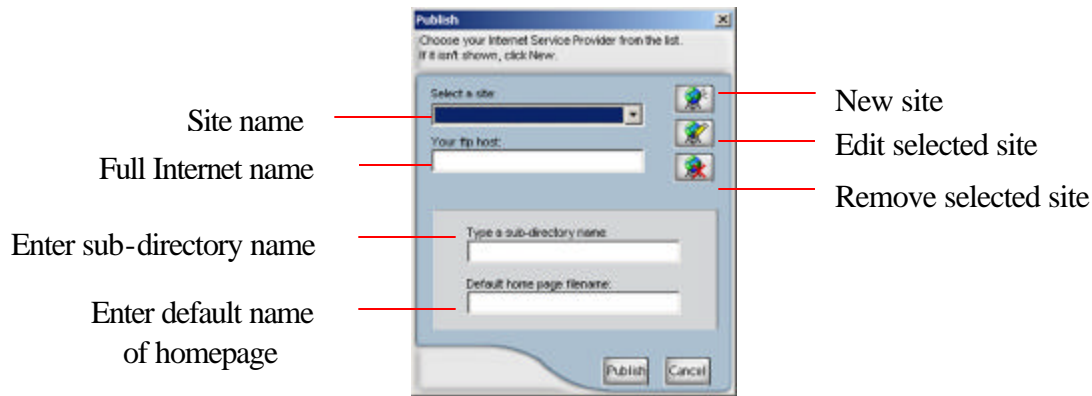
For assistance with publishing or transferring files to your webpage, please contact your Internet Service Provider.

Publishing the webpage to your computer

a) Click on **Publish The Files To The Hard Disk**.

b) Select the destination and rename the file if desired. The webpage along with all supporting files (i.e. images, music, etc.) will be saved as a folder instead of a single file.

c) Click **View A Local Copy of the Page Just Published** to view your webpage. Alternatively, you can open the folder that you saved, and double-click on the file named **index**.

NOTE: DO NOT move or delete any items in the web folder. Otherwise, you might experience problems viewing the pages.

Adding and Editing Text

a) Click T⬆ [**NewText**] to add new text to the scene/page.

b) Double-click on the text to edit it. A screen similar to the one below appears:

Type text here

Select font

Apply effects to font

Preview font

Select font color
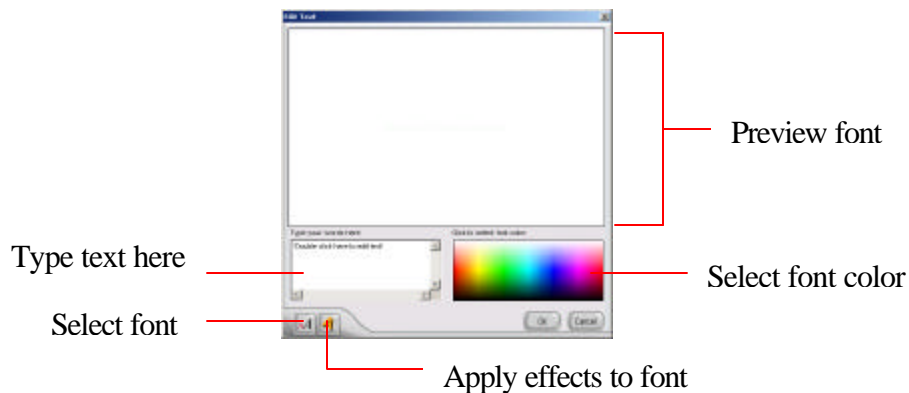
The following are the application buttons and their description:

[**Insert Video**] - Insert a new video clip.

[**Insert Image**] - Insert a new image.

Alternatively, you can drag and drop images/videos from the Gallery Display Panel into the Main Screen.

[**Animation Path**] - Define the path of the images or animated characters (the path an object will follow to move from point A to point B).

[**Sequential Animation Sequence**] - Animations move one after another depending on which one you inserted first.

[**Simultaneous Animation Sequence**] - All animations move at the same time.

Editing an Image or Animated Character

Flip the image horizontally

Return Image to Original Size

More Menu Options

Flip the image vertically.

Resize the image

When you click the following box appears:

✔ Constrain Aspect Ratio

Duplicate — Duplicate the image
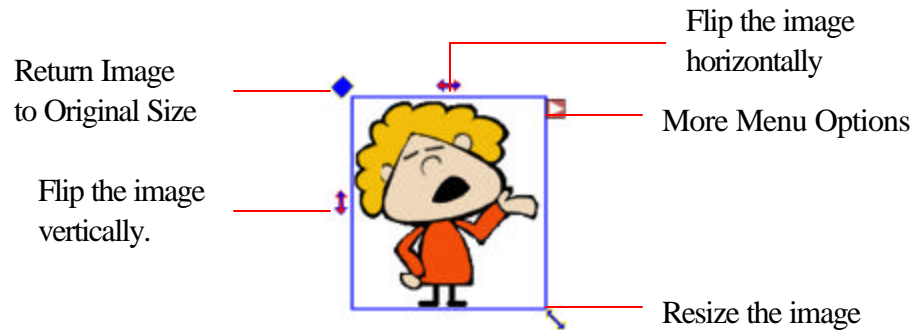
Delete — Delete the image

Send To Back — When images overlap, select to bring image to the back

Bring To Front — When images overlap, select to bring image to the front

Add a sound effect to the image

Record Effect

Change — Change to another image
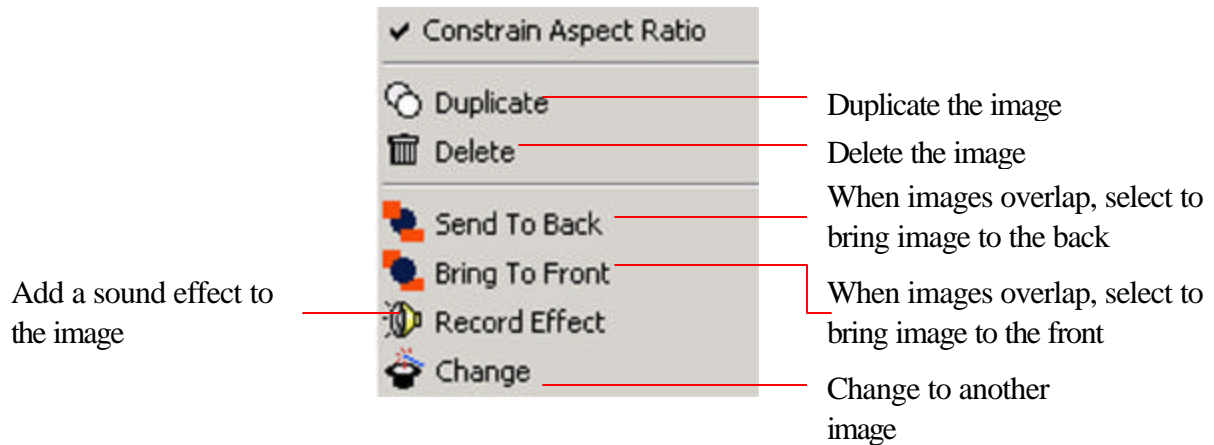
Adding Sound Effects to an Animated Character

You can add a **sound effects** to an animated character either by inserting a .wav file from the **Sound Effects** folder or from your microphone (i.e. if you want to record your voice).

To insert sound from your microphone, click the **From Microphone** tab. See "Recording an Audio Clip" on page 21 for more details on how to record and edit audio clips. When you are done, click Submit .

NOTE: Sound Effects are only applied when the animated character is moving along its defined path. If you have not defined a path, the sound effect will be disabled.

Defining the Path of an Animated Character (also works with a still picture).

a) Select the image or animated character that you want to move.

b) Click [image] [**Animation Path**]. Notice the animated character now follows the mouse cursor.

c) Select the starting point (where you want the animated character to start moving from). Hold the left mouse button down, then freely drag the character along a path you specify to the ending point (where the character finally stops at).
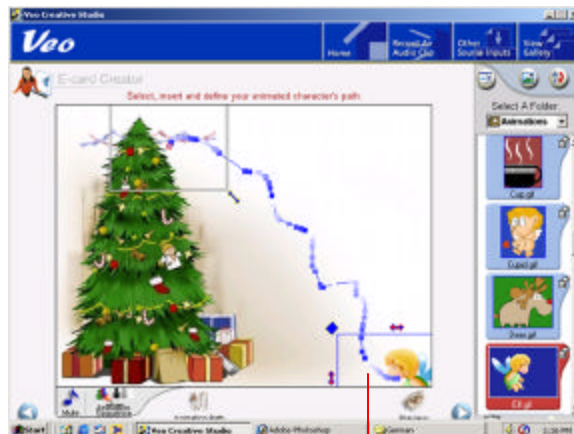
Your selected
animation character
will follow this path

Troubleshooting

1) If the Photo Traveler Camera doesn't work:

- Make sure the Photo Traveler Camera is fully inserted.
- Make sure the Palm handheld is working properly.
- Make sure the Hot Sync Manager is running.
- Check to see that there is sufficient battery life remaining. If battery level too low, inserting the camera will generate a warning message on the Palm and camera will not work.
- Refer to the Photo Traveler user's guide for related problems.

2) What if the Hot Sync works but the pictures aren't transferring?

- Make sure that the Palm handheld is plugged into the cradle and the cradle's cable is plugged to your computer (USB port or serial port as appropriate).
- Make sure there are pictures in your Palm handheld.

3) What does the other person need in order to view the images?

The other person's Palm handheld must have the Veo camera application installed in order to view images that are beamed to them.

Additional Help and Resources

For detailed Technical Support, Frequently Asked Questions, and resources about the Veo Photo Traveler, the websites is accessible at the following URL address: http://www.veo.com/support

Statement of Limited Warranty

Veo warrants this product to be free from defects in material and workmanship for a period of 2 years from the date of original purchase, depending on the specific product purchased. If this product proves to be defective in material or workmanship during the warranty period, Veo will, at its sole option, repair or replace the product with a similar product. Replacement product or parts may include remanufactured or refurbished parts or components.

Who the warranty protects:

This warranty is valid for the original consumer purchaser only.

What the warranty does not cover:

1. Any Veo product on which the serial number has been defaced, modified or removed.

2. **Damage, deterioration or malfunction resulting from:**

Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product. Repair or attempted repair by anyone not authorized by Veo. Any damage of the product due to shipment.

Removal or installation of the product. Causes external to the product, such as electric power fluctuations or failure. Use of supplies or parts not meeting Veo's specifications. Normal wear and tear. Any other cause which does not relate to a product defect.

3. Removal, installation and set-up service charges by any third party.

4. Costs associated with shipping and/or transporting the product for repair, replacement, or exchange.

How to get service:

1. For information on obtaining warranty service, please fill out a technical support form on the Veo web site, located at http:// www.veo.com/support.asp

2. To obtain warranty service, you will be required to provide:

A copy of the original dated sales slip or sales invoice

Your name

Your address

The serial number of the product

A description of the problem

3. A technical support representative will determine if your problem is covered under this warranty agreement. If the problem is covered, you will be issued a Return Merchandise Authorization number (RMA) with specific instructions regarding how the product must be returned to Veo for repair or replacement.

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2. ANY OTHER DAMAGES, WHETHER INCIDENTAL, CONSEQUENTIAL OR OTHERWISE.

3. ANY CLAIM AGAINST THE CUSTOMER BY ANY OTHER PARTY.

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